

*Cond.*  
*F1*  
video segments; and (3) at least one segment code for [inhibiting] preventing a control function from interfering with a playing of a video segment; [the] said apparatus comprising processing, random accessing, and buffering means, and:

[inhibiting,] means responsive to the segment [information and a segment] code[,] for preventing a control function of the apparatus from interfering with a playing of at least one video segment;

[selecting,] means responsive to the segment information[,] for selecting video segments from within the video program; and

[playing, without requiring an alternative program source,] means for playing the selected video segments as a seamless version of, and from within[, and less in length than the length of,] the video program, the playing comprising a video buffering for seamlessly skipping over non-selected [a retrieval of at least a portion of a parallel] video segments included within the video program.

*F2*  
4100. (Amended) An apparatus capable of playing an optical disc storing (1) a video program including within[, and not provided by an alternative program source, at least one parallel] a plurality of video segments [for variably playing a

*cont'd.*  
*f2*

scene of the video program]; (2) a commercial video segment; (3) segment information[, not created by a user of the video program,] directly defining [a plurality of] the video segments; and (4) at least one segment code for [inhibiting] preventing a control function from interfering with a playing of a video segment; the apparatus comprising processing, random accessing, and buffering means, and:

[inhibiting,] means responsive to the segment [information and a segment] code[,] for preventing a control function of the apparatus from interfering with a playing of [a] the commercial video segment;

[selecting,] means responsive to the segment information[,] for selecting video segments from within the video program; and

means for playing[, without requiring an alternative program source,] the selected video segments as a seamless version of, and from within[, and less in length than the length of], the video program, the playing comprising a video buffering for seamlessly skipping over a retrieval of non-selected [at least a portion of a parallel] video segments included within the video program.

*f3*

103. (Amended) A method of playing an optical disc storing (1) a video program including within[, and not provided by an alternative program source, at least one parallel] a plurality of video segments for [variably] playing [a scene of] the video program; (2) a commercial video segment; (3) segment information[, not created by a user of the video program,] directly defining [a plurality of] the video segments; and (4) at least one segment code for [inhibiting] preventing a control function from interfering with a playing of a video segment; the method comprising the steps of:

[inhibiting, responsive] responding to the segment [information and a segment] code[,] for preventing a control function from interfering with a playing of a commercial video segment;

[selecting, responsive] responding to the segment information[,] for selecting video segments from within the video program; and

playing[, without requiring an alternative program source,] the selected video segments as a seamless version of, and from within, [and less in length than the length of,] the video program, the playing comprising a video buffering for seamlessly skipping over a retrieval of non-selected [at least a